

Amendments to the Claims:

1. (Currently Amended) A method for implementing a user interface on a client device remote from a host computer device, said method comprising the steps of:

coupling said host computer device, said client device, and at least one target device through a wireless network;

operating an application program on a host computer device, said application program comprising ~~an underlying~~ said user interface to control at least one target device;

transmitting, from said host computer device to a client device, an identification of at least one scene, said scene defines an abstract layout for at least one screen display of said user interface;

generating at least one screen display for said scene based on an interpretation of said scene at said client device;

displaying, on said client device, said screen display of said user interface;

receiving input, at said client device, from a user to initiate at least one operation at said target device; and

performing said operation at said target device in response to control from said client device, wherein said at least one target device ~~comprises a media player and said client device~~ comprise separate devices.

2. (Canceled)

3. (Currently Amended) The method as set forth in claim 1, wherein said client device comprises a portable wireless electronic device that includes a graphical display.

4. (Currently Amended) The method as set forth in claim 1, wherein said user interface comprises an electronic programming guide to control a television, a guide for a personal video recorder, or an interface to control a media playback device.

5. (Canceled)

6. (Canceled)

7. (Currently Amended) The method as set forth in claim 1, wherein said target device comprises said host computer device, a personal video recorder ("PVR") server, a media server, or a television.

8-20. (Canceled)

21. (Previously Presented) The method as set forth in claim 1, wherein said target device comprises a device for playing or viewing media.

22. (Previously Presented) The method as set forth in claim 1, wherein said wireless network comprises a home network.

23. (Currently Amended) A method for implementing a user interface on a client device remote from a host device, said method comprising the steps of:

operating an application program on a said host device, said application program comprising
~~an underlying~~ said user interface;

transmitting, from said host device to a said client device, an identification of at least one scene, said scene defines an abstract layout for at least one screen display of said user interface;

generating at least one screen display for said scene based on an interpretation of said scene at said client device;

displaying, on said client device, said screen display of said user interface;

receiving a first user input, at said client device, to initiate a first operation at a first target device, said first target device comprising a video media player;

performing said first operation at said first target device;

receiving a second user input, at said client device, to initiate a second operation at a second target device, said second target device comprising an audio media player; and

performing said second operation at said second target device, wherein said client device, first target device, and second target device comprise three separate devices.

24. (Previously Presented) The method as set forth in claim 23, further comprising:
- coupling said host computer device, said client device, and said first and second target devices through a wireless network.
25. (Previously Presented) The method as set forth in claim 24, wherein said wireless network comprises a home network.
26. (Previously Presented) The method as set forth in claim 23, further comprising:
- receiving a third user input, at said client device, to initiate a third operation at a third target device, said third target device comprising a photo media player;

performing said third operation at said third target device.

27. (New) A method for implementing a user interface on a client device for remotely controlling a target device, said method comprising the steps of:

connecting a host device with said client device using a local home network;

operating an application program on said host device, said application program comprising said user interface;

transmitting, from said host device to said client device, at least one screen display of said user interface;

displaying, on said client device, said at least one screen display of said user interface;

receiving input, at said client device, from a user to initiate at least one operation at said target device; and

performing said operation at said target device in response to control from said client device, wherein said target device and said client device comprise separate devices.

28. (New) The method as set forth in claim 27, further comprising:

connecting said client device with said target device using said local home network, wherein said local home network comprises a wireless network and said client device comprises a portable wireless electronic device.

29. (New) The method as set forth in claim 28, wherein said client device and said target device are connected to the local home network at different points on the local home network.

30. (New) The method as set forth in claim 27, wherein said target device comprises a device for

playing or viewing media.

31. (New) The method as set forth in claim 27, wherein said target device comprises a video, audio, or photo media player.